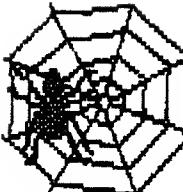


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BORIS THE SPIDER
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<http://hometown.aol.com/prbolduc/boris/borishome.htm>



VOLUME VIII, #28

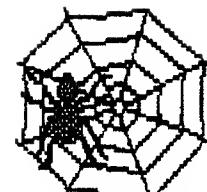
BORIS THE SPIDER

A Journal of Duplicitous Doings,

Raw Power, and Naked Greed

"Oh, what a tangled web we weave
 When first we practice to deceive!"

Sir Walter Scott



13 Apr 06

(#248)

WIZARD'S QUEST To Begin!

We're replacing SCRABBLE with our first ever *WIZARD'S QUEST* (WZQ) game. See Reference 1 for proposed pbem rules. We have Ron Fisher, Deb Anderson, Alan Bargender and Bill Lenoir signed up and could take two more, perhaps from the recently disenfranchised WZQ community (see below).

"Chryses" will end next time and *PUERTO RICO* should (needing only a Mayor, Builder, or maybe a Captain phase in Turn 15 to trigger the end), so 'tis time to sign up for new gamestarts. One two-pager like *MERCHANT OF VENUS* or *SILVERTON* or a couple of one-pagers like *DUNE*, *KREMLIN*, *SETTLERS OF CATAN*, or *AIR BARON* would work. A new *HISTORY OF THE WORLD*, perhaps 2nd Edition, would also work.

IMMEDIATE GAME OPENINGS:

COLONIAL DIPLOMACY: Japan may be available

CIRCUS MAXIMUS: Benjos is available.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Man's highest joy is in victory: to conquer one's enemies, to pursue them, to deprive them of their possessions, to make their beloved weep" -- Temujin aka Genghis Khan

NEW ON THE WEBSITE: The transcript of the SCRABBLE game has been moved to the finished section and the board expunged from the maps. Map for *WIZARD'S QUEST* has been added.

The tournament I've been running at WBC / AvalonCon since 1999, *WIZARD'S QUEST*, didn't make the cut for the World Boardgaming Championships (Reference 2) this year. I'm going to try to hold an unofficial tourney at WBC, perhaps Saturday afternoon or Sunday morning, if I can get enough interest. Starting a pbem tourney is another means of keeping WZQ viable for WBC play, but there hasn't been much enthusiasm from the most likely participants, the recent Tourney players with e-mail addresses. One of the purposes of the new WZQ game in these pages is to work out any bugs in the system.

Tom Butcher is looking for some 18EU, 1826, 1835, 1856, and 1830 (Coalfields) players to flesh out his zine a bit. See p 18 for address.

PICTURE OF THE MONTH: Ms Nar about to deliver a Super-Suds Bomb to her minions, the aquanuts (Boris, TJ, & Kid K no doubt).

BOOS & KUDOS

The Madame Bolduc Press Excellence Award goes this month to Jack Shacklett for his Press datelined Constantinople in "Boris XVIII".

This month's Ms Nar Super-Suds Bomb is lobbed at Peter Boyum and John Quigley for late orders.

REFERENCES:

1. <http://hometown.aol.com/WizQuest/pbem.html>
2. <http://www.boardgamers.org>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 5 May 06



RUSTRIA ENCIRCLED!

Spring 1904

XVIII
2005F

CLIFFHOME: Although the three Austrian armies have formed a hedgehog in their home centers, they find themselves surrounded by seven potentially hostile units. If the four powers controlling them can agree on a plan of action, Austria will be no more. But how do you split three centers four ways? Is it really in Germany's and Italy's best interest to have a united R/T in the East and a united E/F in the West? Well, maybe not that united a West as the French and British don't seem to be communicating as evidenced by Britain's misplaced support.

TROOP MOVEMENT

Austrian A UKR must retreats otb. Austria disbands F ALB. Russia builds F STP(nc). Turkey builds A SMY.

AUSTRIA (Nichols): A Ser-Bud, A Bud-Vie, A T11 S A Bud-Vie;

ENGLAND (Anderson): F Nth S FRE F Eng-Bel, [F Ska-Nwy], F Lon S F Nth;

FRANCE (Boyum): [A Gas-Bur], A Par S A Gas-Bur, F Bre-Pic, F Eng S F Bre-Bur, F Mar H;

GERMANY (Haffey): A Den-Kie, A Bel S A Bur, F Hol-Hel, A Mun-Tri, [A Bur S A Be], F Hel-Den;

ITALY (Copeland): F Lon H, F Rom-Tyn, F Tun S F Ion, A Apu-Ven;

RUSSIA (R. Fisher): A Mos-War, [A Vie S ITA A Ven-Tri](nsu), F Swe S F Nwy, [F Nwy S GER F Hel-Nth], A War-Gal, F StP(nc)-Bar.

TURKEY (Shacklett): A Rum S A Bul-Ser, A Ukr H, F Gre-Alb, A Bul-Ser, F Aeg C A Con-Gre, A Con-Gre, A Smy-Con.

Orders in brackets fall: amb = ambiguous, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

Due next are orders for Fall 1904 and Press. Ms Nar loves Press. See website for transcript and current map.

EMBASSY BEAT

BERLIN: Very tired German troops take vacation in Tyrolian country side. Relay guys, I promise not to rape any women there. The Germans will go home next turn.

Constantinople: Turkish Armies are pressing forward to capture the Austrians who have caused the grate cheese scandal. They and the Italians hope to join forces with the Russians already seizing the beer, wine, cheese, schnitzels, and - Oh yes! documents in Vienna.

-Memory Is Fickle" (continued from p 11)

Hanna buys NYNHH (-\$70)

Bailey and Zleske pass. Frueh sells 1 B&O, buys C&O Presidency setting par (w \$71 (+\$82-142).

Hanna, Bailey, and Zleske pass. Frueh sells 2-NYNH and buys C&O (+\$140-71).

Hanna passes.

Bailey ..

See website for transcript and current map.



Orcbait



COLONIAL DIPLOMACY

"Wide Open Spaces"

Riots!

1894

MIRKWOOD: Little of note has happened these past two years, although the Turkish presence in India bodes no good for Britain or for that sweating Russian army in Arabia.

TROOP MOVEMENT

Chinese A MAC retreats to PEK. Britain disbands A PUN. Japan builds A Kyo & F Kyo. Russia builds A OMSK. Turkey builds F BAG.

BRITAIN (Nichols): [A Hyd-Ben], F Raj-Bom, F Mad H, A Bom-Nag;

CHINA (Paulson): A Yuni-Chu, A Nan S A Sha, A Tib S A Kag, A May-Yun, [A Ben S A U.Bur], A Kam S A Kag, [A Kag S A Kam], A U.Bur S A Can-May, A Can-May, [A Pek-Mon], [A Sha S RUS A Mon-Mac](nsu);

FRANCE (G. Wilson): A N.Sia S A Ran, A Ran S A N.Sia, F Ann S F Ton, F Ton S F GoS-SCS, F For S F Gos-SCS, F Gos-SCS;

HOLLAND (Anderson): A Mna-May, F Cebu S F MP, [F WIO-Mad], F LS C A Mna-Mal, F AS-EIO, F Sul-S C A Mna-Mal, F GoM S F WIO, F MP S FRE F For, F Mal-AS, F Sun.S C A Mna-Mal, F BoB-Hyd;

JAPAN (Quigley): F SoJ H, A P.Art S A Mac, F UP H, A Vla-Irk, F HK H, F YS C A Seo-Sha, [A Seo-Sha], A Mac H, F ECS S F UP, A Kyo H, F Kyu H;

RUSSIA (Copeland): [A Ara-Mys], [A Afg-Kag], A Tas S A Afg-Kag, [A Mon S A Kra-Uru], A Kra-Uru, A Omsk-Kra.

TURKEY (Boyum): [A Kar S RUS A Afg-Pun](nsu), A Per S A Kar, F RS-Eri, F Egy-RS, F GoA S F PG-Ara.S, F Ara-S-Mys, F Oman S F PG-Ara.S, F PG-Ara.S, F Bag-PG.

Orders in brackets fall: d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

Due next time are retreats and orders for 1896. And press: Ms Nar craves press. See website for transcript and current map.

EMBASSY BEAT

Turkey - Holland: Whoa! Hey, big fella. Aren't you a little too close to Turkey's area of influence? I hope you're not helping the scoundrel Britain in his misguided attempts to conquer the world. Let's talk.

--"Chryses" (continued from p 16)

BRITAIN (P): Play 1A.C @ Alb (-1EVII), ...

SCURF (VP/SP): R(186/64), E(159/71), G(158/66), O(124/56), P(118+/84); A(119/59), P(118+/84)

GUARD:

AIII: Yel(c); **AIV:** Mor, NAp; **AV:** Mal, Mek, Mon, SiK; **AVI:** Mex(C,f), NAn(C,f,AM), PSb, SAn, Ei; Con, SAf; **EII:** Dn(3); **EIII:** CMa, Hig, Ire, NGa, WGa; **EIV:** Ara(c), MT1, Pal, PPl, UT1; **EV:** BSb(3); **EVI:** Cau, EAn, Lev, Lib, Nil(AM), Nub, PPl, UNI, WAn(C,EM), Zag; **EVII:** Alb(EM), CEu(c), Dan, LRh(C,EM), Sea.

GVI: LIn(2,GM), UIn(PM); **GVII:** Chef(c,RM), GPC(AM), Man(C,GM), Sze(AM), Tar(OM), Wet(RM), Yan(GM).

OI: CAm(C,F); **OIV:** Bal(3,C,F), Dal(2), Pin; **OV:** WIn; **OVI:** Gui, Hin, Mad, PSD(c), Pyt(C,OM, Science), S1b(OM), Turf(c), W1b(c).

PII: Cre; **PV:** LTr(PM); **PVI:** Bra, SAp(PM), Sha.

RI: App, Dee; **RIII:** GaV, Hok(C,f); **RIV:** Cey(2), EDe(2), WGH, WSt; **RV:** EGH(2,c, Architecture), Sum, WDe(2); **RVI:** GaD(EM), Irr; **RVII:** EST, Mon(2), NEP(C,RM).

Fleets: Atl(OP), Bla(E), BoB(R), EMS(E), Ind(O), Nth(E), Red(2E), SoJ(G), WMS(P).



sunboat, NAC HATSELEI
Austria Fading;
Summer 1459

2004A
pw1Q

TROOP MOVEMENTS:

AUSTRIA (2d): A Car-Sla, [A Carin-Aus];

FRANCE (0d): F Sar H, A Mon-Tur, A Tur-Swi, A Ver-Ber, [A Pav-Mil], F Gen-LS, F GoL H;

NAPLES (1d): F Pal-GoN, F CM-Pal, F Sal-Otr, [F Nap-TS];

PAPACY (1d): A Sie S A Pisa-Pio, A Urb-Anc, A Spo-Aqu, A Mod-Man, A Pisa-Pio, A Rome H, A Bol S A Mod-Man, A Flo-Urb;

TURKS (0d): F IS S G Mes = A, F Tun-CM, F LA-Bari, G Mes = A;

VENICE (2d): [A Tyr-Aus], [A Mil-Tyr], [A Cte-Mil], F UA H, [F TS-GoL], A Pad S A Tre-Ver, A Tre-Ver, A Aus-Hun;

AUTONOMOUS: Fer Mod Plo Salz

Orders in brackets fall. b = besieged, C = convoy, d = destroyed, imp = impossible, nlo = no longer owned, no = not owned, nso = not so ordered, nsp = no such place, nsu = no such unit, ntbs = nothing to besiege, otb = off the board, otm = on the move, r-??? = must retreat otb or elsewhere, u = unordered.

Orders for Fall 1459 are due next time. And Press. Ms Nar wants Press. Game transcript and map are on the website.

EMBASSY BEAT

Pope to Doge: Nice bribe! I bet we all wish we had the cash to maintain units and to toss round like that.

Pope to Austria: Cover your home. We'd hate to lose you at this stage. And hate even more for the Venice to get your cities and income!

Pope to Doge & his Turkish lackey: Too late. I'm now committed against you.

Pope to France & Austria: Let's not stop pushing now. We should focus on taking Padua, Treviso and Venice before the Doge takes something else to stay alive. I'm focusing on Padua first since it's the closest. Button up things in the north and let's push on.

AVAILABLE BUILDINGS: Sm Sugar, L Sugar(2), Coffee Roaster(2), University(2), Harbor, Wharf

AVAILABLE PLANTATIONS: Coffee, 2xSugar

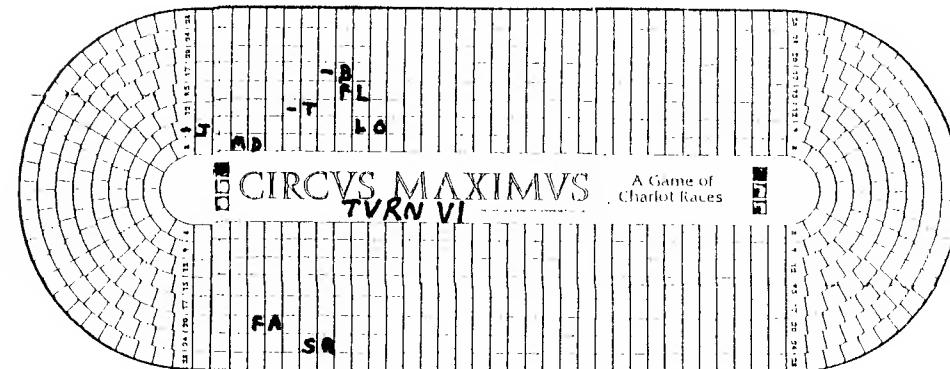
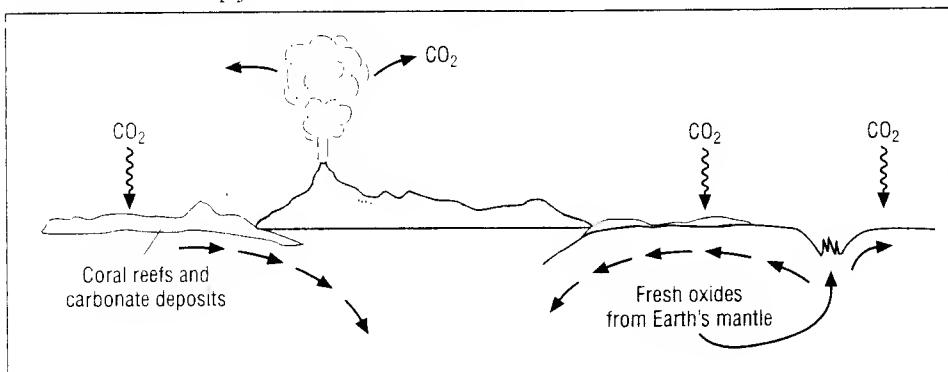
AVAILABLE ROLES: Craftsman, Prospector(3d), Prospector, Trader(1d).

COLONY SHIP: 5 colonists.

SHIPS: 6-ship(4 tobacco) 7-ship, 8-ship(2 coffee)

STOCK: 0 colonists, 20 VP, 7 coffee, 5 tobacco, 11 corn, 9 sugar, 7 indigo

TRADING HOUSE: empty.



TWO SLOWED!

TVRN VI.

Luke Outtus recovers 1 DM. He cannot whip until his CDM is non-negative.

Odds	Color	Driver (CDM/DH)	Cart	Whip	Wheels	Team	End	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1333	41	12	1/0
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3433	30	15	1/0
7-1	Green	Benjos (0/6)	H	Y	0/0	6433	51	16	1/0
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	1/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	38	19	1/0
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	19	23	1/1
22-1	Purple	Luke Outtus (-1/7)	M	Y	0/0	5435	41	16	1/0
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	27	16	1/0

Sprinticus Rex: 23, no whip. Ahead 23.

Trickster: 12, whip(4, -4 END). In 4, attack MDA cart-cart (11+2 vs 7+2, MDA doesn't evade; 11 = n/e), ahead 1, attack MDA cart-horse (12+2 vs 6+2, MDA doesn't evade; 6+3 = 2 inj to #4 horse), ahead 5.

Flippus Max: 16, whip (1, -1 END). Attack Benjos cart-horse (Benjos [NMR] can't evade; 7+3 = 2 inj to #4), in 3, ahead 7, attack MDA cart-horse (8+2 vs 8+2, brakes, -2 END), out 1, ahead 2.

Mellito Domi Adsum: 11, no whip. Ahead 4, in 1, ahead 5.

Luke Outtus: 15, no whip. Ahead 10, out 1 ahead 4.

Josephis: 12, no whip, ahead 5, out 1, ahead 6 (cornerstrain at 3 over: 11-2 = n/e, -3 END).

Fastus Max: 20, no whip. Ahead 20.

Benjos: NMR! 16-2, no whip. Ahead 14.

Odds	Color	Driver (CDM/DH)	Cart	Whip	Wheels	Team	End	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1333	37	12	1/0
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3431	28	13	1/0
7-1	Green	Benjos (0/6)	H	Y	0/0	6433	51	16	1/0
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	1/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	35	19	1/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	19	23	1/1
22-1	Purple	Luke Outtus (-2/7)	M	Y	0/0	5435	41	15	1/0
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	26	16	1/0

Game transcript and map are on the website.





MAHARAJA

Turn 13



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Purple 60, Yellow 52, Blue 41, Green 18.

Turn 13

BOARD:

Pandyas (1): 1A @ Golconda.

Marathas (2.5): 2A @ Bijapur, Mysore; 1A @ Andhra, Orissa, Shivaji @ ???.

Cholas (x): 1A @ Malabar, Sinhala.

Sinhalese (1.5): 2A @ Karnataka, Lanka. Arms.

Sikhs: (4A @ Lahore).

Rajputs (0.5): 2A @ Bundelkhand, Ladakh; 1A @ Agra, Nepal; Sanga @ Gondwana.

Muslims (1): 4A @ Kandesh; 2A @ Berar; 1A @ Bidar.

Mughals (0): Akbar, 2A @ Oudh; 2A @ Baluchistan, Jaunpur, Malwa, Lahore, Rajputana; 2A, GF @ Sind; 1A @ Delhi, Gandhara, Kashmir, Punjab. Alamgir @ ????. Arms.

Portuguese: Albuquerque, 1A @ Maharashtra; 1A, F @ Gujarat, 1A @ Arabian.

Dutch: 1A @ Indian O; 1A, F Bengal; F @ Karnataka.

French: 2A @ Indian O.

British: 4A @ Indian O; 2A @ Arabian; F @ Malabar

Allied: Cholas (P).

Marathas (2.5): Grow 2.5 pp. Place Shivaji, 1A @ Bijapur. 1A Mysore-Kerala, Shivaji, 2A Bijapur-Maharashtra (6+1.2 :2+1 -Albuquerque, 1 Port).

Cholas (x): Hold.

Sinhalese (1.5): Grow 2 pp. Add 1A @ Lanka. 3A Lanka-Sinhala (6+1.5, 4:6 -1 Chola, Sinhalese) 1A Karnataka to Lanka.

Sikhs: 4A appear @ Lahore (-2 Mughal). 2A Lahore-Kashmir [5,1:6 -1 Sikh, 1 Mughal, +1 VP].

Rajputs (0.5): Grow 3 pp. Leader dies. Grow 1A Bundelkhand. 1A Nepal-Bhutan, 1A Ladakh-Agra, 1A Ladakh-Nepal, 2A Bundelkhand-Magadha-Orissa [6,2:5 -1 Rajput, 1 Maratha], 1A Bundelkhand-Godwana.

Muslims (1): Grow 1.5 pp. 1A Bidar-Golconda (Pandya submit, 1 Muslim w-Bidar). 1A Berar-Bidar, 3A Kandesh-Gondwana (6,3,3:6 -1 Muslim, 1 Rajput). Rajputs earn 2 VP.

Mughals (0): Grow 9 pp. Akbar dies. Alamgir appears @ Jaunpur. Add 1A @ Jaunpur, Oudh, Punjab. ...

Score: Purple 63, Yellow 52, Blue 41, Green 18.

BOARD:

Pandyas (1): 1A @ Golconda.

Marathas (2.5): 2A, Shivaji @ Maharashtra; 1A @ Andhra, Bijapur, Kerala, Mysore.

Cholas (x): 1A @ Malabar.

Sinhalese (0.5): 2A @ Sinhala; 1A @ Karnataka, Lanka. Arms.

Sikhs: 2A @ Lahore; 1A @ Kashmir.

Rajputs (0.5): 2A @ Agra; 1A @ Bhutan, Ladakh, Nepal, Orissa.

Muslims (2.5): 2A @ Bidar, Gondwana; 1A @ Berar, Kandesh.

Mughals (0): 3A, Alamgir @ Jaunpur, 3A @ Oudh; 2A @ Baluchistan, Malwa, Lahore, Punjab, Rajputana, Sind; 1A @ Delhi, Gandhara, Kashmir. Arms.

Portuguese: 1A, F @ Gujarat, 1A @ Arabian, 1F @ Sind.

Dutch: 1A @ Indian O; 1A, F Bengal; F @ Karnataka.

French: 2A @ Indian O.

British: 4A @ Indian O; 2A @ Arabian; F @ Malabar

Allied: Cholas (P)

LEGEND: A = Army, F = factory, L = leader, P = population marker, pp = population points, r-??? =



BRITANNIA

"Frisian"

Turn XII

The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs, Norsemen, (Norwegians)*

B (Anderson): *Welsh, Jutes, (Normans)*

C (Butitta): *Brigantes, Caledonians, Danes*

D (Boyum): *Picts, Irish, Angles*

E (Frueh): *Belgae, Scots, Saxons, (Duhliners)*

Turn XII

Board:

Welsh (B, 2): 4A @ Gwynedd; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Powys.

Brigantes (C, 1): 2A @ Galloway, Strathclyde; 1A @ Dalriada.

Picts (D, 0.5): 2A @ Alban, Mar, Moray, Skye; 1A @ Hebrides.

Caledonians (C, 1.5): 2A @ Caithness.

Irish (D, 2): 2A @ Cheshire; 1A @ March.

Norsemen: 2R @ Atlantic, Irish; 2A @ Cumbria, Orkneys.

Danes: 6A, Bros @ North; 4R @ Frisian, North.

Saxons (E, 2.5): 2A @ N Mercia; 2A, Egbert @ Downlands; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex. Alfred @ ?

Angles (D, 1.5): 2A @ Dunedin, Lothian, Pennines.

Caledonians (1): Grow 0.5 pp. Hold.

Irish (2): Grow 2 pp. Add 1A @ March. 1A @ March-Hwicce (6:6 -1 Irish, Saxon)

Saxons (2.5): Grow 10. Egbert retires. Add Alfred @ ___, and 1A @ ___, ___, ___, ___, & ___.

Board:

Welsh (B, 2): 4A @ Gwynedd; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Powys.

Brigantes (C, 1): 2A @ Galloway, Strathclyde; 1A @ Dalriada.

Picts (D, 0.5): 2A @ Alban, Mar, Moray, Skye; 1A @ Hebrides.

Caledonians (C, 1.5): 2A @ Caithness.

Irish (D, 2): 2A @ Cheshire; 2A @ March.

Norsemen: 2R @ Atlantic, Irish; 2A @ Cumbria, Orkneys.

Danes: 6A, Bros @ North; 4R @ Frisian, North.

Saxons (E, 0.5): 2A, Egbert @ Downlands, N Mercia; 1A @ Avalon, Essex, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex. Alfred @ ?

Angles (D, 1.5): 2A @ Dunedin, Lothian, Pennines.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, # = attack by/against cav/legion

Current map and transcript can be found on the website.



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BLACKBEARD

Turns 80-87



THE CAST:

1. (Barrett) Portugues: Sloop
 2. (Zodda) Davis, Sloop
 3. (Bargender) Taylor, Sloop
 4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	M14	+3	4	33 (2/3)	1	212	30	5	--	FSN
2	Davis	Sloop	L26	+3	4	14 5	4	674	--	--	--	NP
4	Rackham	Scnr	D19i	-2	5	0 2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13							
3	Taylor	Sloop	O15	+3	5	0 3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	9sc							
2	Maynard	KC	Box1	4	14							
3	Herdman	KC	Box1	3	15							

The Board:

Gvns: Pro: 35, 46, 53, 31
 Merchants: 55, 55, 21, 61, 61, 45, O15, O15(B5), 23, 23, 52
 Warships: M14 (S 9-4)
 Out-of-Play Pirates: Teach (#3)

Anti: 24, 54, 64

Destroyed Port: 14, 32
 Letter of Marque: P

Turn	Player	Action	Draw
80	1	BP moves 1+3 to 116; search = No	*C. 25
81	2	HD moves 1+3 to 124; search = no	32, 63
		Draw New Merchant @ 16	16, 26
82	2	HD moves 3+3 to D20; search = no	51, 46
83	4	JR moves 5-2 to E18i; search = no	33, 23
84	1	BP moves 3+3 to D19; search = no.	*D. 22
85	1	BP captures N5, 4+3+4-5 > 3 = 40d; 1+5 < 10 no hostage +2N. No D&R.	34, 11
86	3	JT attacks B5, 5+3+4-5 = 7 < DR12 = 9, -2 CBT, JT (5.6) OK	35
		Move warship M14-112.	65
87	4	JR moves 6-2 to E17 (#55)	53
88	2		31

STATUS:

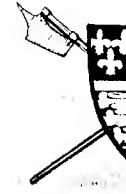
#	Captain	Ship	Hex	Spd	Cbt	Not Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	35 (2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	D20	+3	4	14 5	4	674	--	--	--	NP
4	Rackham	Scnr	E17i	-2	5	0 2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13							
3	Taylor	Sloop	O15	+3	3	0 3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	9sc							
2	Maynard	KC	Box1	4	14							
3	Herdman	KC	Box1	3	15							

The Board:

Gvns: Pro: 35, 46, 53, 31
 Merchants: 55, 55, 21, 61, 61, 45, O15, O15(B5), 23, 52, 16
 Warships: 112 (S 9-4)
 Out-of-Play Pirates: Teach (#3)

Anti: 24, 54, 64

Destroyed Port: 14, 32
 Letter of Marque: P



KINGMAKER

"King of Pain"

Turns 13-14



The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan (30), Warden of the Northern Marches (1150), Duke of Lancaster (30), Stanley (50). Event cards (2), Crown Cards (6).

THE CALIFORNIA CONNECTION (Scott): Pole (30), Chancellor of England (50); Scrope (10), Earl of Wiltshire (30), Chancellor of Cornwall (1150), Swansea (20), Leicester (20); Holland (20), Duke of York (30), Scots Archers (20). Courtenay (30), Admiral of England (50). Event cards (5), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray (50), Treasurer of England (50), *Le Swan*, Lancaster (20); Hastings (10), 2 Flemish Crossbowmen (20), Bishop of Carlisle (30), Burgundian Crossbowmen (30). Cromwell (10), Earl of Kent (30), Constable of London (1250), Percy (100), Lieutenant of Ireland (1250), Archbishop of York (30), Bishop of Durham (30), Burgundian Crossbowmen (30), Carisbrooke, Northampton (20). Event cards (3), Crown Cards (4).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford (30), Chamberlain of Chester (1250), Scots Archers (20), Nottingham (20); Neville (50); Audley (10); Roos (10), Herbert (10), Talbot (30), Company of Saxons (20). Event cards (2), Crown Cards (3).

WESTERN FRONT (Martin): Howard (10), Duke of Exeter (20), Archbishop of Canterbury, Bristol (30), Coventry (20); Clifford (10), Earl of Worcester (30), Captain of Calais (1350), Bishop of Lincoln; Gray (20); Berkeley (10), Newcastle. Event cards (3), Crown Cards (4).

TURN 13

EVENTS: (cont)

KPP: Edmund and the town of Lancaster are transferred to Cromwell ere Mowbray goes to Wressle. SQ: Audley, Herbert, Stafford, Talbot and George, move with Neville to Raby.

MOVEMENT:

SQ: Neville, etc Raby-Pi-Pn-Po-Om- (pick up Roos)-Ns-Wressle. Neville is given control of the Scots archers and Saxons.

MH: Play *Le Lucas* at Whitby and move it to S25- S32- Berwick. Fitzalan holds at Berwick. Stanley vacillates at S16.

TCC: Courtenay, Holland, & Pole Jj-Jf-enter Shrewsbury. Scrope remains in Masham. *Le Christopher* vacillates with Stanley @ S16. *Le Margarete* @ Lynn sails S26-S32-Berwick.

WF: Howard, Clifford, & Grey, Lynn-Js-Jp-Jo-Jk-Jj.

KPP: Cromwell holds in Beumaris. Mowbray Wressle-York (takes Maggie and Ed from Percy)-No-Oj-Og-Nc-Preston. *Le Swan* Beumaris-S24-S30-Preston. Hastings Durham-Pm- Masham. Percy takes road York-Masham.

COMBAT: Neville and Roos besiege an empty Wressle. Percy & Hastings besiege Scrope in Masham. Edmund of Rutland executed.

CROWN CARDS: None available. KPP will receive the next.

TURN 14

EVENT CARDS:

MH: #111, "Papal Diet": Clifford, Hastings, Howard, Percy to Continent.

TCC: #78, "Plague @ Lancaster & Chester" = n/e

KPP: #56, "Piracy": Stanley to Douglas

SQ: Keeps card.

WF: #128, "Treaty with France": King to Continent (already there).

NOBLES: Audley, Herbert, Neville, Roos, Stafford, Talbot @ Wressle; Berkeley, Grey @ Jj; Clifford, Hastings, Howard, Percy @ Continent; Courtenay, Holland, Pole @ Shrewsbury; Cromwell in Beumaris; Fitzalan in Berwick; Mowbray in Preston; Scrope in Masham; Stanley in Douglas.

SHIPS: *Le Christopher* @ Douglas, *Le Margarete* & *Le Nicholas* @ Lynn, *Le Swan* @ Preston, *Le Lucas* @ Berwick.

HEIRS: Reds: King Henry on Continent w/ Percy, Margaret & Edward of Wales in Preston w/ Mowbray; Artie @ Cardigan. Whites: Richard of York in Shrewsbury w/ Holland, Edward of March w/ Carisbrooke, in Wressle w/ Mowbray, George @ Mb w/ Stafford; Richard of Gloucester & Edmund of Rutland (RIP).



MEMORY IS FICKLE

SR 1b-SR5

MiF

ERRATA: We used the name "Liquor is Quicker" for an 1830 game about three years ago (won by one of the current participants no less), so I've renamed this game "Memory is Fickle". It seems I've entered the phase where "Senior moments" are becoming all too common.

PLAYER STATUS:

Frueh \$580 SVNRR <Priority>
Hanna \$215 C&SL, M&H, C&A
Bailey \$515 D&H
Zleske \$380 B&Opc, 2 B&O*

Note: Zleske set par for B&O at \$100.

SR 1b:

Frueh buys Presidency of NYNH&H and sets par at \$90/share (-\$180).
Hanna passes. Bailey buys Presidency of NYC & sets par at \$82/share (-\$164).
Zleske passes. Frueh buys 1 NYNH&H (-\$90).
Hanna passes. Bailey buys 1 NYC (-\$82).
Zleske passes. Frueh buys 1 NYNH&H (-\$90).
Hanna passes. Bailey buys 1 NYC (-\$82).
Zleske passes. Frueh buys 1 NYNH&H (-\$90).
Hanna passes. Bailey buys 1 NYC (-\$82).
Zleske passes. Frueh buys 1 NYNH&H (-\$90). NYNH&H floats!
Hanna passes. Bailey buys 1 NYC (-\$82). NYC floats!
All pass. Zleske has priority

OR 1:

Privates pay MF +\$5, CB +\$15, PZ +\$30, CH +\$55.
NYNH&H: Play initial token in G19N, lay tile #1(sw) in F20. No train, no run; stock slips to B82. Buy two 2-trains for \$160.
NYC: Play initial token in E19, lay #57(ne) in E19. No train, no run; stock slips to C76. Buy no train.

SR 2:

Zleske buys 1 NYNH&H (-\$90).
Frueh passes. Hanna buy 1 NYNH&H (-\$90).
Bailey sells 1 NYC. buys 1 NYNH&H (+\$76-90). NYC to D71
Zleske buys 1 NYNH (\$820-90-\$230). NYNH&H sold out.
All pass. Frueh has priority. NYNH&H rises to B82.

OR 2:

Privates pay MF +\$5, CB +\$15, PZ +\$30, CH +\$55.
NYNH&H: Lay tile #57(e) in F22 (-\$80). Place token in F22 (-\$40). Run G19N-F20 (\$50) & F20-F22 (\$30). Pay dividends (MF +\$48, PZ +\$16, CH & CB +\$8). Price moves to A100b.
NYC: Lay tile #9(ne) in F18. No run, no dividends, price falls back to D66. Buy 2-train (-\$80).

SR 3:

Frueh buys NYC share from pool for \$66 (-\$66).
All pass. Hanna has the Priority.

OR 3:

Privates pay MF +\$5, CB +\$15, PZ +\$30, CH +\$55.
NYNH&H: No tile lay. Run G19N-F20 (\$50) & F22-F14 (\$30). Pay dividends (MF +\$48, PZ +\$16, CB & CH +\$8). Price moves to A112.
NYC: Lays #69(nw) in G17. Run E19-G17. Pay dividends (CB \$15, MF \$3). Stock to D71. Buy 2-train (-\$80).

SR 4:

Hanna sells NYNH&H. buys presidency of PRR, setting par at \$82 (+\$112-164); NYNH&H to B100.

Bailey passes. Zleske sells 1 NYNH&H. buys 1 B&O (+\$100-100=\$322), NYNH&H to C90.
Frueh passes. Hanna buys PRR (-\$82).
Bailey passes. Zleske buys B&O (-\$100).
Frueh passes. Hanna buys PRR (-\$82).
Bailey passes. Zleske buys B&O (-\$100).
Frueh passes. Hanna buys PRR (-\$82); PRR floats!
Bailey passes. Zleske buys B&O (-\$100); B&O floats!
Frueh and Hanna pass. Bailey buys NYC (-\$82).
All pass. Zleske has Priority

OR 4:

Privates pay MF+5CB+15, PZ+30, CH+55.
B&O: Lay initial token in I15. Lay #7(w) in I17 toward H16 (-\$80). No trains, no runs, no dividends. Price to A90. Buy no train(s).
NYNH&H: No tile lay. Run G19-H20 (50) and H20-H22 (30). Pay dividends (MF +\$48, NYNH&H +\$16, CB & PZ +\$8). Price to C100.
PRR: Base token in H12. Play #9(w) in H14. No train, no run, no dividends. Price to C76. Buy 2-train.
NYC: Play #57(ne) in H16. Place token in H16 (-\$40). Run H16-G17 (\$30) and E19-G17 (\$30). Pay dividends (CB +\$36, MF +\$6). Price to D76. Buy no train.

PLAYER STATUS: (*Prez)

Frueh \$147, SVNRR, 6 NYNH&H*, 1 NYC
Hanna \$63, C&SL, M&H, C&A, 6* PRR
Bailey \$62, D&H, 6* NYC, 1 NYNH&H
Zleske \$60, B&Opc, 6* B&O, 1 NYNH&H<Priority>

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Cash	Train	Tokens
NYNH&H	MF	C110	90	0	2	\$636	22	G19N,F22
B&O	PZ	A90	100	4	0	\$920	--	I15,2
NYC	CB	D76	82	4	0	\$620	22	E19,H16,2
PRR	CH	C76	82	4	0	\$740	2	H12,3

The Bank has \$9,249.

AVAILABLE TRAINS: 233333444455566DDDDDD

AVAILABLE TILES:

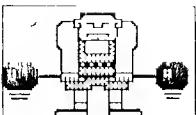
Yellow: #1(0), #2(1), #3(2), #4(2), #7(3), #8(8), #9(5), #55(1), #56(1), #57(1), #58(2), #69(0)

SR 5:

Zleske passes. Frueh sells 2 NYNH&H and 1 NYC share, and buys B&M presidency (+\$276-134), setting par at \$67. NYNH&H price falls to E82 and NYC to E71. Hanna and Bailey pass. Zleske sells 1 NYNH&H. (+\$82). NYNH&H sinks to F75. Frueh buys 1 B&M (-\$67).
Hanna sells 4 PRR, buys NYNH (+\$304-75). PRR plummets to G63. Bailey passes. Zleske buys 1 Penn (-\$63). Frueh buys 1 PRR (\$63). Hanna buys NYNH (-\$75).
Bailey sells 1 NYNH&H, buys 1 PRR (+\$75-63); NYNH&H dips to G70. Zleske buys 1 PRR (-\$63). Frueh sells 1 PRR & buys B&M (+\$63-67). PRR drops to H60y. Hanna sells 2 PRR, buys NYNH&H (+\$120-70). Zleske Prez of PRR; PRR price falls to J40o. Bailey buys 1 PRR (\$-40). Zleske sells 1 B&O, buys 1 PRR (+\$90-40). B&O falls to B82. Frueh buys B&M from IO (-\$70). Hanna buys NYNH&H (-\$70). Martin passes. Zleske buys PRR from pool (-\$40). Frueh buys B&M (\$88-67=\$21) B&M Floats!
Hanna buys NYNH, assumes presidency thereof (-\$70). Bailey and Zleske pass. Frueh sells 2 NYNH shares and buys 1 B&O from pool (+\$140-82). NYNH shelved at G70.

--Memory Is Fickle" (continued from p 2)

Hanna buys NYNH (-\$70)
Bailey and Zleske pass. Frueh sells 1 B&O, buys C&O Presidency setting par at \$71 (+\$82-142).

**PLAYER STATUS:** (* indicates Presidency)

Frueh: \$25, 5 SSW*, 1 SL&SF, 6 FW*
 Bailey: \$173, 6 SL&SF*, 2 IC, 2 GM&O, 1 SSW
 Hanna: \$250, 6 IC*, 1 KATY, 5 MP*, 1 GM&O, 1 SSW
 Martin: \$79, GRS, 6 GM&O*, 1 KATY, 1 IC, 1 SL&SF, 1 SSW, 1 FW, 1 MP
 Zieske: \$158, 6 KATY*, 1 IC, 1 GM&O, 2 SSW

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld	Cash	Dst	Train	Tokens
KATY	PZ	A180	82	0	0	2	\$112	N	34	B11,2,D
SL&SF	CB	B160	100	0	0	2	\$186	N	34	E12,B11,1,D
FW	MF	A90	100	3	0	0	\$461	N	4	J3,1,D
IC	CH	D100	68	0	0	0	\$165	N	33	K16,1,D,gsc CP@M20
SSW	MF	C76	82	0	0	0	\$221	Y	4	H17,J3(D),H13,mrb,scc,mkt,Cttle@H13
GM&O*	BM	G76	68	0	0	0	\$40	N	33	M20,K16,D
MP*	CH	E72	76	3	1	0	\$760	N	--	(C18),2,D

* yet to operate

OR 5a (concluded)

GM&O: Lay #5(se) in C18 (-\$40) and #8(ne) in C20. GM&O makes destination. Run M20-N17-K16 (\$90) & M20-K16-H17 (\$90). Withhold. Price slips to G72.

GM&O Connection Run: Place Destination Token in C18. Run M20-K16-C18 (\$100) & M20-N17-K16 (\$90). Withhold.

MP: Place initial token in C18. Play #9(sw) in B21. No train, no run. Price falls to E68. Buy 5-train (-\$450). **Phase change.** Private companies close. Brown tiles available.

OR 5b

KATY: Plays #170(ne) @ B11. Run B11-E12-H13-H17 and B9-B11-B13 (\$140+100=240).

Pay dividends \$24/share (PZ +\$144, Katy +\$48, CH & BM+\$24). Stock to A200

SL&SF: Plays 15(e) in J5. Place token in J5 (-\$100). Run B11-E12-H13-H17 (\$140) & B11-B9-J5 (\$110). Pay dividends (CB +\$150, SLSF +\$50, MF & BM +\$25). Stock to B180.

IC: Play #63 in K16. Run K16-M20-M22 (\$120) & K16-N17-M20 (\$120). Pay dividends (CH +\$144, CB +\$48, BM & PZ+\$24). Price to D110.

FW: Lay #58(e) in B7 & #8(w) in A6. Place token in H13 (-\$40). Run B13-E12-H13-H17(\$140).

Pay dividends (MF +\$84, FW +\$42, BM +\$14). Price to A100. Buy 5-train (-\$450).

SSW: Play #9(e) in A4 & 9(se) in I2. Runs J3-J5-B9-B11 (\$150) & B11-E12-H13-H17 (\$150).

Pay half dividends (SSW +\$150, MF +\$75, PZ +\$30, CB, CH & BM +\$15). Price remains C76.

FW Connection Run: Place Destination token in A2. Run A2-B7-B9-J5-J3 (\$170) & B11-E12-H13-H17 (\$140). Pay dividend (MF +\$186, FW+\$93, BM +\$31). Price to A110.

GM&O: Play #14(e) in C18. Run A22-C18 (\$110) & C18-K16-M22 (\$130). Pay dividends (BM +\$144, CB +\$48, CH & PZ +\$24). Price to F76.

IC Connection Run: Place destination token in A22. Run A22-C18-K16 (\$170) & K16-N17-M22 (\$120). Pay Dividend (CH +\$174, CB +\$58, BM & PZ +\$29). Price to D120.

MP: Play #170(w) in C18. Run A22-C18-K16 (\$140). Withhold. Price to E64. Buy 3-train from IC for \$450.

PLAYER STATUS: (* indicates Presidency)

Frueh: \$395, 5 SSW*, 1 SL&SF, 6 FW*
 Bailey: \$492, 6 SL&SF*, 2 IC, 2 GM&O, 1 SSW
 Hanna: \$631, 6 IC*, 1 KATY, 5 MP*, 1 GM&O, 1 SSW
 Martin: \$885, 6 GM&O*, 1 KATY, 1 IC, 1 SL&SF, 1 SSW, 1 FW, 1 MP <Priority>
 Zieske: \$409, 6 KATY*, 1 IC, 1 GM&O, 2 SSW

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld	Cash	Dst	Train	Tokens
KATY	PZ	A200	82	0	0	2	\$160	N	34	B11,2,D
SL&SF	CB	B180	100	0	0	2	\$136	N	34	E12,B11,J5,D
IC	CH	D120	68	0	0	0	\$615	Y	3	K16,1,A22(D),CP@M20
FW	MF	A110	100	3	0	0	\$106	Y	45	J3,H13,A22(D)

GM&O	BM	F76	68	0	0	0	\$370	Y	33	M20,K16,C18(D)
SSW	MF	C76	82	0	0	0	\$371	Y	44	H17,J3(D),H13,Cattle@H13
MP	CH	E64	76	3	1	0	\$0	N	35	C18,2,D

The Bank has \$7,930.

AVAILABLE TRAINS: 5,5,6,6,6,8,8,10,10,12....**AVAILABLE TILES:**

Yellow: 1(1), #2(1), #3(3), #4(5), #5(2), #6(1), #7(8), #8(10), #9(8), #55(1), #56(1), #57(5), #58(3), #09(1)

Green: #14(1), #15(0), #16(2), #17(2), #18(2), #19(1), #20(2), #23(3), #24(4), #25(3), #26(1), #27(2), #28(2), #29(2), #141(2), #142(2), #143(1), #144(1)

Brown: #39(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #63(4), #70(2), #145(2), #146(2), #147(2), #170(2)

SR 6

Martin buys Pres cert of SP at S72 (\$385-144=\$241).

Zieske sells 1 SSW then 1 GM&O and buys Pres cert of ATSF at S82 (+\$76+76-164).

Frueh does not price protect. SSW drops to D72. Martin price protects GM&O (-\$76).

Zieske buys 1 AT&SF (-\$82).

Frueh sells 2 SL&SF and buys TP Presidency setting par @ \$90 (+\$180-180).

Bailey price protects SL&SF (-\$180).

Hanna buys and sells pool MP (\$631-64+64=\$631). MP to F60y -- MP shares do not count for limit

Martin buys 1 SP (-\$72).

Zieske buys 1 MP (-\$60).

Frueh buys 1 TP (-\$90).

Bailey buys MP (-\$76).

Hanna passes. Martin sells IC, buys SP. (+\$120-72).

Hanna price-protects IC (-\$120)

Martin sells SLSF, buy SP, (\$180-72)

Bailey price-protects SLSF. (-\$180)

Hanna passes. Martin sells FW and buys SP: SP Floats! (+\$110-72): FW drops to B100.

Zieske buys 1 ATSF. (-\$82)

Bailey buys 1 MP. (-\$76)

Bailey passes. Hanna buys FW&D from the IO. (-\$100)

Martin passes. Zieske buys 1 ATSF (-\$82=).

Frueh sells 1 FW and buys TP (FW drops to C90) (+\$100-\$90)

Bailey sells 1 SSW. (SSW drops to E68) (+\$72)

Hanna buys SSW. (-\$68)

Martin passes. Zieske buys 1 AT&SF sells 1 AT&SF (-\$82+\$82) AT&SF floats. AT&SF to D76.

Frueh has FW redeems share from pool for \$90.

Bailey passes. Hanna buys SSW (-\$68)

Martin passes. Zieske buys FW from pool (-\$90).

Frueh buys TP from IO (-\$90).

Bailey passes. Hanna buys AT&SF from the pool (-\$76).

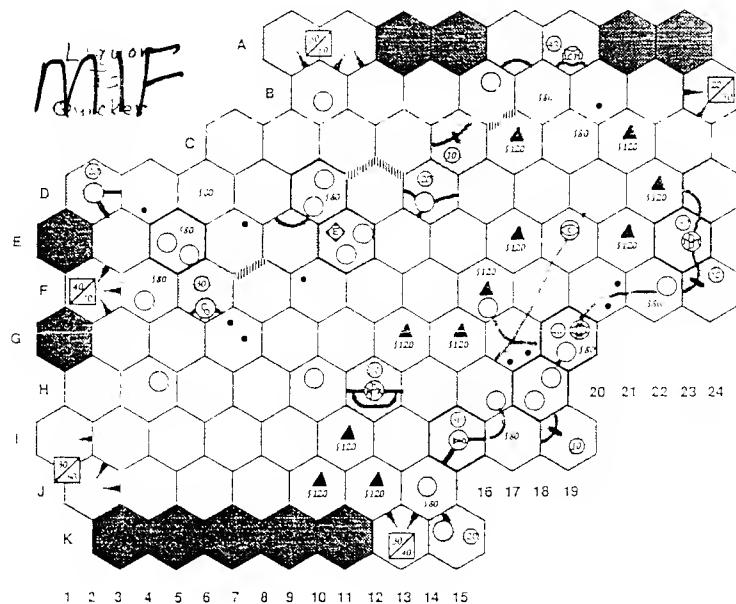
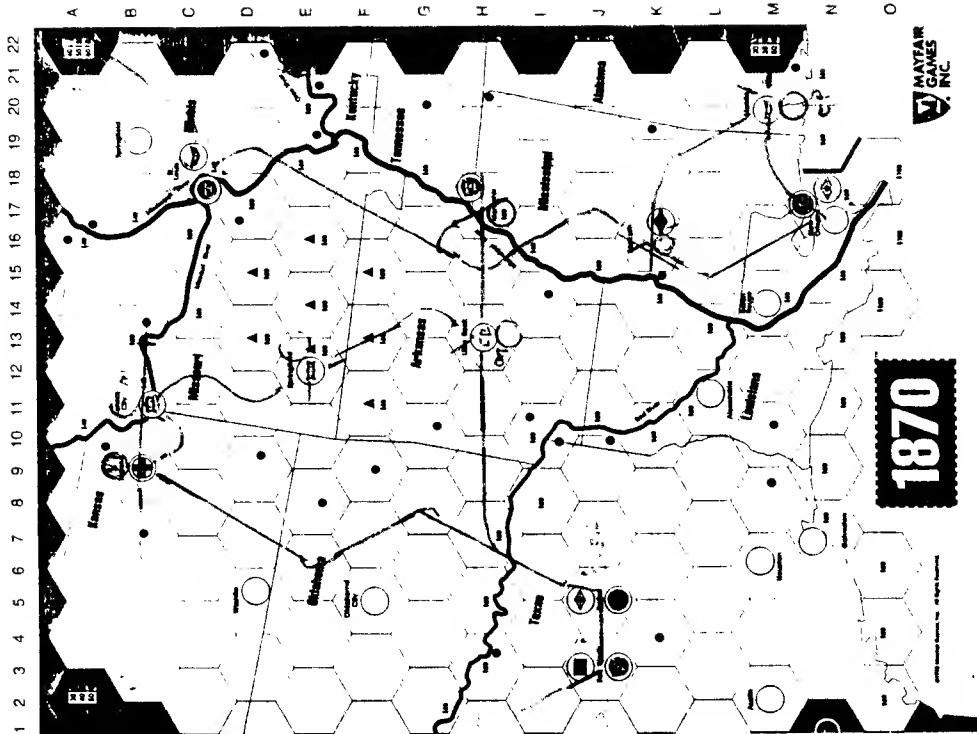
Martin and Zieske pass.

Frueh buys TP from IO (\$90). TP Floats!

Bailey ...



\$ 450



JUNTA

Assassin Misses!
Years 7 & 8



THE CAST: (and Table order)

Rick Copeland (Martini)
Chuck Hanna (Shades)
Wayne Morrison (Mustache)

Dave Anderson (Hat)
John Butta (Stickpin)

YEAR 7:

STATUS: There is no Coup excuse. The Bank is safe.

Shades: *El Presidente* (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 5S

Stickpin: 1st Brgd CO, Minister, (2v), University Faculty (3 v), 5C, 5S

Mustache: Admiral (1v), 4C, OS

Martini: Air Force CO, 2nd Brgd CO (1v), The Church (10v), 5C, 2S

Hat: 3rd Brgd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 1C, OS

D. Locations: Hat is at his Mistress'. Shades and Stickpin are at the Bank. Martini is at the Nightclub. Mustache is at Home.

E. Assassinations: Mustache sends the Psycho Assassin against *El Presidente* at the Bank (dr =5, n/e). The Minister orders no assassination.

F. Banking: Shades & Stickpin make deposits.

G. Coup Attempt: None

YEAR 8:

STATUS: There is no Coup excuse. The Bank is safe.

Shades: *El Presidente* (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 0S

Stickpin: 1st Brgd CO, Minister, (2v), University Faculty (3 v), 5C, 0S

Mustache: Admiral (1v), 3C, OS

Martini: Air Force CO, 2nd Brgd CO (1v), The Church (10v), 5C, 0S

Hat: 3rd Brgd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 1C, OS

A. Card Draw: All draw two cards. Shades discards "Ballot Stuffers" and _____; Stickpin plays "Secret Political Donation" (+_ MP) and discard "General Strike". Martini discards _____ and "Farm Strike". Hat donates _____ to Mustache.

B. Cabinet Appointments: *El Presidente* retains the Cabinet as is.

C. Budget: *El Presidente* receives _____.

STATUS: There is no Coup excuse. The Bank is not safe.

Shades: *El Presidente* (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 0S

Stickpin: 1st Brgd CO, Minister, (2v), University Faculty (3 v), 5C, 1S

Mustache: Admiral (1v), 3C, OS

Martini: Air Force CO, 2nd Brgd CO (1v), The Church (10v), 5C, OS

Hat: 3rd Brgd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 2C, OS

Due next: Budget announcement and vote, locations, assassinations, banking, and Coup.

You have _____ MP in hand and _____ MP in the Bank.



HISTORY OF THE WORLD

CHRYSES

EPOCH VII



THE CAST:
Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zieske

Green: Wilson
Red: Morrison

EPOCH VII

BOARD:

AIII: Yel(c); **AVI:** Dan, Mor, NAp; **AV:** ESt, Mal, Man, Mek, Mon, SiK, Yan(2,GM); **AVI:** Mex(C,f), NAn(C,f,AM), PSb, SAh.
EI: Con, SAF; **EII:** Dni, LRh(2), NEP(2); **EIII:** Alb(EM), CMa, Hig, Ire, NGA, WGa; **EIV:** Ara(c), MTi, Pal, PPI, UTi; **EV:** CEu(C), BSb(3); **EVI:** Cau, EAn, Lev, Lib, Nil(AM), Nub, PPI, Uni, WAn(C,EM), Zag, GVI: Lin(2,GM), Uln(PM).
OI: CAM(C,F); **OIV:** Ball(3,C,F), Dal(2), Pin; **OV:** Sea, Wln; **OVII:** Gui, Hin, Mad, PSD(c), Pyr(C,OM, Science), Sib(OM), Tar(OM), Tur(c), Wib(c).
PIII: Cre; **PV:** LT(PM); **PVI:** Bra, SA(p,PM), Sha.
RI: App, Dee; **RIII:** GaV, Hok(C,f); **RIV:** Cey(2), EDe(2), WGh, WSt; **RV:** EGH(2,c, Architecture), Sum, WDe(2); **RVII:** Che(C, RM), GaD(RM), GPC(AM), Irr, Sze(AM), Wei(RM).
Fleets: Atl(OP), Bla(E), BoB(R), EMS(E), Ind(O), Nth(O), Red(2E), SoJ(A), SCS(R), WMS(P).

SCORE (VP/SP): R(135/52), G(129/54), O(124/56), A(119/59), P(118/64), E(116/63)

Red holds. Green passes to Orange. Orange passes to Purple. Azure passes to Green. Ebony passes to Azure. Purple must pass to Ebony.

RUSSIA (R): Play "Ship Building". Play 1A,C,RM @ NEP (2EII r-Dni), 1A ESt (6,3:4 -1AV); 4A @ Mon (5,2:6,4; 4,4:4,1; 4,2:5,1; 4,3:6,4; 4,4:2,1 -3RVII, 1AV); 1A @ Man (4,2:3 -1AV) 1F @ Soj (6,4:5 -1AF), 2F @ Nth (6,5:4 -OF). "Surprise Attack" & 1A @ Alb (6,1:2 -1EIII); 3A NGA (6,4:6; 4,2:6; 2,2:4 -2RVII), 1A @ Tar (5,3:5,2 -1OVI). Score: 135 + Architecture(1) + C(3x2) + c(1) + M(4x2 + 4) + S(4) + China(D=6) + India(D=6) + N Eur (P=4) + SE Asia (P=2) + Eurasia(D=4) + N Amer(P=3) + Nippon (P=2) = 186.

Green to Orange: My apologies my friend. I had planned that empire for Red but he got first choice and took that option away from me. Had I even guessed he might have drawn Russia and thus got to go first I might have done things a bit differently but you were the next closest to me and to even have a chance I felt I had to give the "gift" to you. As a result Red probably wins this one. So again, my apologies.

Green to Red: Nice draw at the right time. You can probably guess who you would have gotten had you not kept from the press preceding.

MANKHA DYNASTY (G): Play "Naval Supremacy." Play 1A,C,GM @ Man (1RVII r-Mon), 1A @ Kor, GPC (3,2:2,2 -1RVI); 2A Yan (6,3:6; 5,4:2; 2,1:3 -2AV, 1GVII), 1A @ Che (6,1:4 -1RVI, C +, -RF @ SCS), Sze (4,1:4; 4,3:2 -1RVI), Wet (4,4:6; 5,5:5; 6,2:6; 5,4:5; 5,2:4 -1RVI), Tar (5,3:1 -1RVII), 1F @ Soj (6+1,5,2:1 -RF). Score: 129 + C(1x2) + c(1) + M(3x2 + 6) + S(1) + China(D=6) + India(P=3) + Eurasia(P=2) + Nippon (P=2) = 158. Score: 129 + C(1x2) + c(1) + M(3x2 + 6) + S(1) + China(D=6) + India(P=3) + Eurasia(P=2) + Nippon (P=2) = 158.

From Orange to Green-- You could have kept the card you gave me or given it to Ebony. I think that other players may have a chance to catch the Red menace. You just doomed me to last place. No problem.

NETHERLANDS (F): Play "Plague" @ NEP (4,3,2,2 = n/e). Play 1A,C @ LRh (-2EII); 1A @ CEu (-1EV, -C, +c); "Treachery", 1A @ Dan (-1AIV); 1F @ Nth (3,3:2, 5,5:1 -2RF); 1A @ Alb (6,4:5,3 -1RVII0), Sca (5,2:3 -1OV); 2A @ Dal (4,3:6,1; 4,2:2,1; 5,3:6,3 -2EVII, 1OIV). Score: 116 + C(2x2) + c(2) + M(3x2 + 1) + S(4) + Mid E(D=4) + N Afr(D=4) + S Eur(P=2) + N Eur(C=12) + Eurasia(P=2) + SS Afr (P=2) = 159.

FRANCE: No show.

--continued on p 3



PUERTO RICO

Turn 13-14



Turn 13 (concluded)

Barrett chooses Settler and takes Indigo. Butitta takes Sugar with a colonist. Fisher is full. Butcher takes Sugar. Martin takes Coffee. The last plantation, Sugar, becomes available.

Butitta chooses Craftsman and produces 3 tobacco, 3 corn, and 1 indigo. Fisher produces 4 indigo, 2 sugar, and 2 corn. Butcher produces 3 indigo, 1 corn, 1 sugar, and 2d. Martin produces 3 tobacco and 2 corn. Barrett produces 2 indigo, 1 coffee, 1 sugar, 1 tobacco, 1 corn, and 5d. Butitta takes a bonus tobacco. Builder Prospector, and Trader receive 1d.

Turn 14

STATUS:

Tom Butcher: Gov, Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Factory(x), Sm Indigo(x), City Hall(_), L Indigo(x,_x). Corn(x), 3xSugar(x), 3xQuarry(x), 3xIndigo(x), Sugar(_). 9d, 8 VP, 3 sugar, 1 corn, 3 indigo.

Brad Martin: Sm Warehouse(x), Tobacco St(bxx), Harbor(x), Guild Hall(x). 2xCorn(x), 3xTobacco(x), 2xCoffee(x), 3xCoffee(_), Sugar(_). 0d, 26 VP, m 3 tobacco, 1 corn.

Paul Barrett: Sm Market(x), L Indigo(_x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Factory(x), Residence(x), Tobacco St(_x), Quarry(x), Coffee(x), 2xIndigo(x), Corn(x), Coffee(_), Sugar(x).

Tobacco(x), 2xIndigo(_). 9d, 9 VP, 2 indigo, 2 coffee, 1 corn, 1 sugar, 1 tobacco

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(_), Hospice(x), Tobacco St(bxx), Office(x), L Market(x), Wharf(x). Indigo(x), 4xCorn(x), Quarry(x), 4xTobacco(x), Sugar(x). 0d, 22 VP, 4 tobacco, 3 corn, 1 indigo.

Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), L Sugar(x,_x), L Market(x), 4xIndigo(x), 2xSugar(x), 3xQuarry(x), 2xCorn(x), Tobacco(_). 3d, 20 VP, 4 indigo, 3 sugar, 2 corn.

AVAILABLE BUILDINGS: Sm Sugar, L Sugar(2), Coffee Roaster(2), University(2), Harbor, Wharf, Fortress, Custom House

AVAILABLE PLANTATIONS: Coffee, 2xSugar

AVAILABLE ROLES: Builder(1d), Captain, Craftsman, Mayor, Prospector(3d), Prospector, Trader(1d).

COLONY SHIP: 8 colonists.

SHIPS: 6-ship, 7-ship, 8-ship

STOCK: 6 colonists, 40 VP, 7 coffee, 1 tobacco, 1 corn, 4 sugar, 1 indigo

TRADING HOUSE: empty.

Governor Butcher chooses Mayor and places one colonist in City Hall, Sugar, and L Indigo. Martin places colonists on Sugar & Coffee. Barrett places colonists on Coffee & Roaster. Butitta places colonist on Construction Hut. Fisher places colonist on Tobacco or L Sugar. Mayor places 5 colonists on Ship.

Martin chooses Captain and loads 3 tobacco onto 6-ship (+3+2 VPs). Barrett loads 2 coffee on the 8-ship (+2 VP). Butitta loads 3 corn on the 7-ship (+3 VP). Fisher loads 2 corn (+2 VP). Butcher loads 1 corn (+1 VP). Martin loads 1 corn (+1+1 VP); ship is full. Barrett loads 1 tobacco (+1 VP). Butitta loads 4 tobacco via Wharf (+4 VP). Fisher jettisons 4 indigo and 1 sugar. Butcher jettisons 3 sugar and 1 corn. Barrett jettisons 2 indigo and 1 corn. 7-ship sails, returning 7 corn to stock.

Barrett chooses Builder (+1d) and builds Custom House (-8d, 2 cr). Butitta can't build. Fisher builds ... Butcher builds Fortress (-7d, 3 cr). Martin can't build.

Tom Butcher: Gov, Mayor, Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Factory(x), Sm Indigo(x), City Hall(x), L Indigo(x,x,x). Corn(x), 3xSugar(x), 3xQuarry(x), 3xIndigo(x), Sugar(x). 2d, 8 VP, 3 sugar, 1 corn, 3 indigo.

Brad Martin: Captain, Sm Warehouse(x), Tobacco St(bxx), Harbor(x), Guild Hall(x). 2xCorn(x), 3xTobacco(x), 3xCoffee(x), 2xCoffee(_), Sugar(x). 0d, 33 VP.

Paul Barrett: Builder, Sm Market(x), L Indigo(_x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Factory(x), Residence(x), Tobacco St(_x), Custom House(_). Quarry(x), 2xCoffee(x), 2xIndigo(x).

Corn(x), Sugar(x), Tobacco(x), 2xIndigo(_). 2d, 12 VP, 1 sugar.

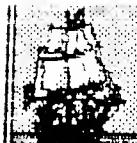
John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(bxx), Office(x), L Market(x), Wharf(x). Indigo(x), Sm Sugar(_), 4xCorn(x), Quarry(x), 4xTobacco(x), Sugar(x). 0d, 29 VP, 1 indigo.

Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), L Sugar(x,_x), L Market(x), 4xIndigo(x), 2xSugar(x), 3xQuarry(x), 2xCorn(x), Tobacco(_). 3d, 22 VP, 1 sugar.

--continued on p 4

--PUERTO RICO (continued from p 17)

ON DECK



1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson
BRITANNIA: Zieske, Copeland
DUNE: K Wilson, Martin
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD I: Zodda.
MACHIAVELLI: Nichols.
MAGIC REALM: Butitta, Deb A
MERCHANT OF VENUS: R Fisher, Deb A. Dowrey
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SETTLERS OF CATAN: Copeland, Scott
SILVERTON: Zieske, Deb A, Nichols

OTHER POSSIBILITIES: 1829 (N OR S), 4000 AD, AIR BARON, ATTICA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, LIFTOFF!, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 5 May 06

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

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Source of the Nile



Turn 48



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Turn 37 combat and adjustments to Turns 38-40 movement. Game ends after Turn 44 combat.